

ABSTRACT OF THE DISCLOSURE

A system and method for interactive game play at an Internet site is disclosed. The system includes at least one server for communicating with a plurality of user clients operated by a plurality of users. The server is designed and configured for receiving a code distributed to a user of the plurality of users on an off-line medium which includes an Internet address and a first portion of the game and for presenting the user client with the remaining portions of the game to facilitate play and for determining whether the user client has won or completed the game. The method includes the steps of distributing an off-line medium bearing a code, an Internet address and a first portion of the game and the step of receiving at a server the code from a user client and the step of presenting the user client with the remaining portions of the game to facilitate play and the step of determining whether said user client has won or completed the game.